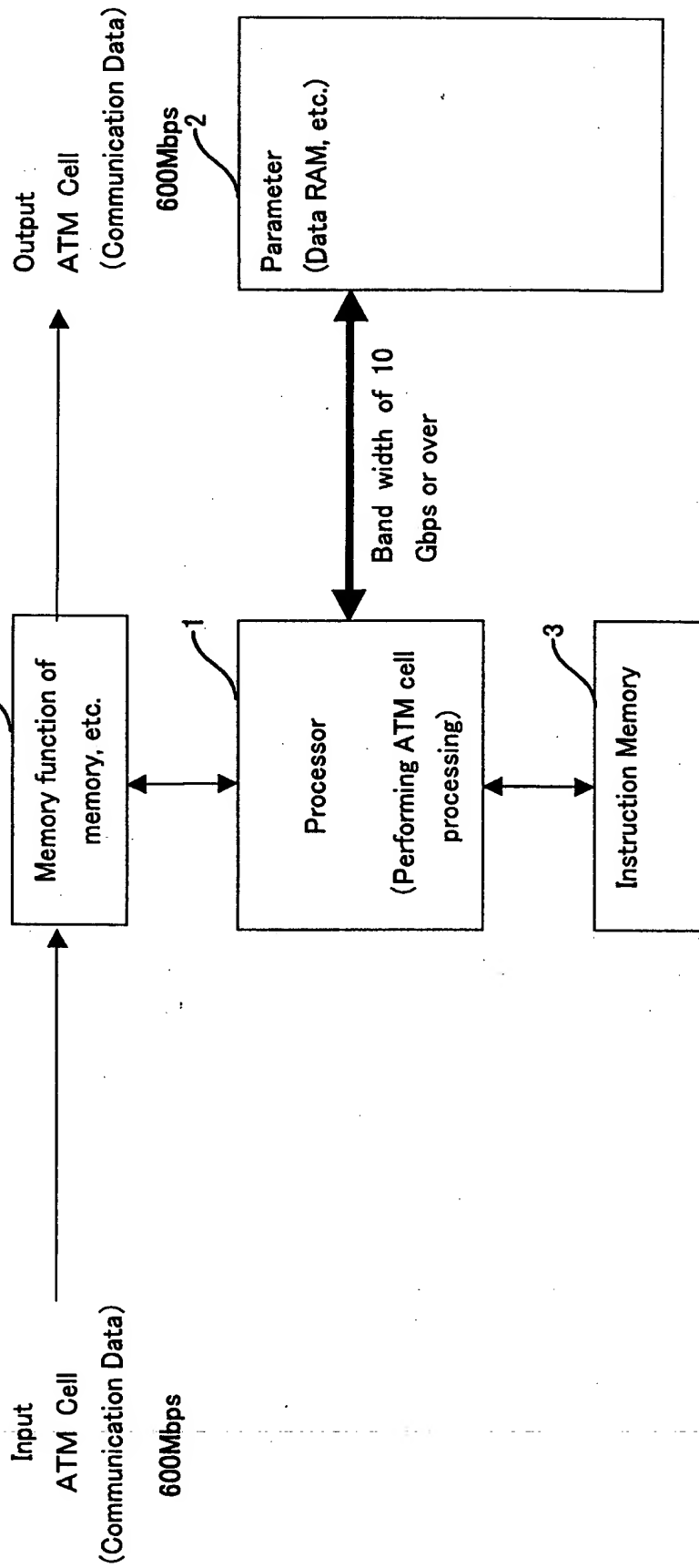
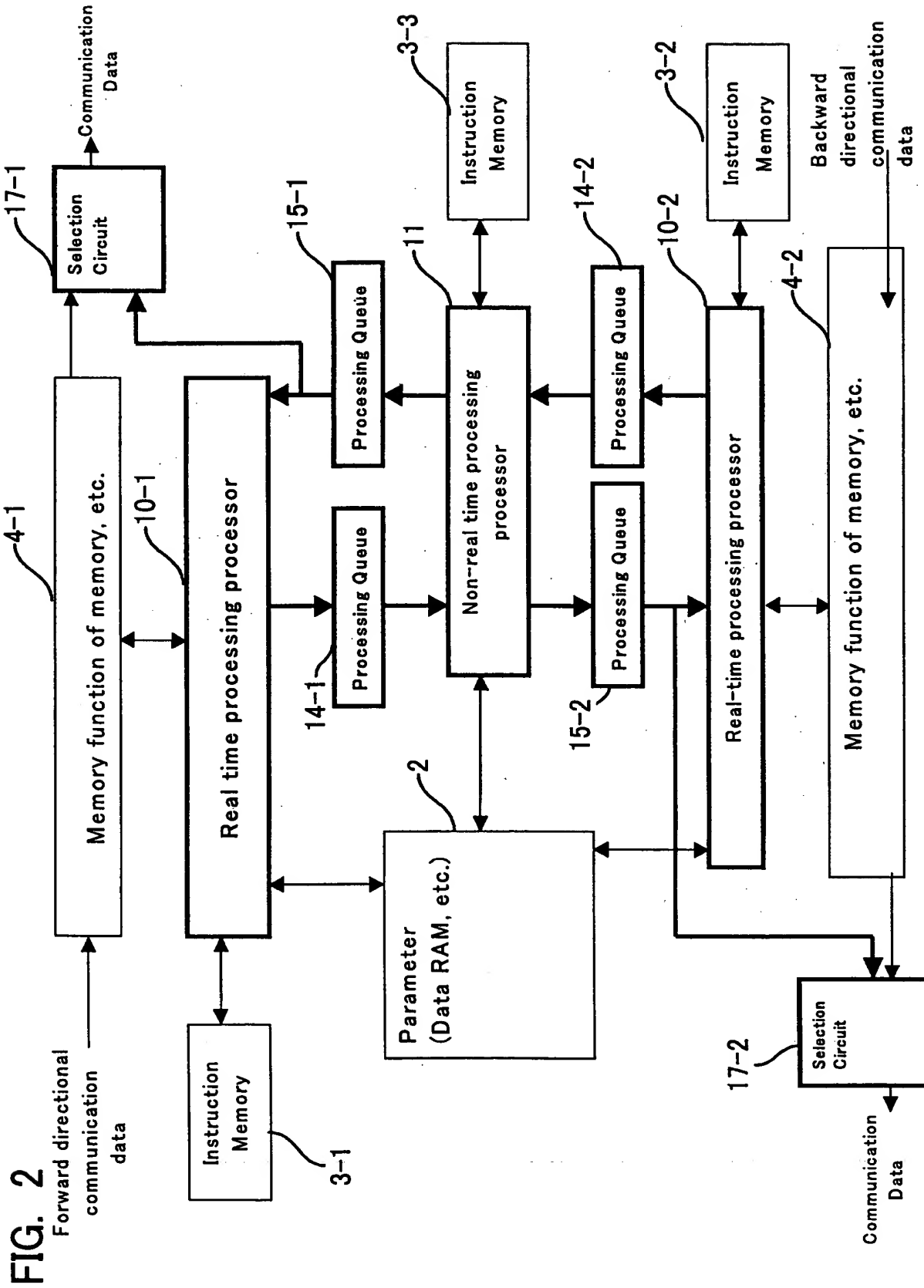


FIG. 1





TOP SECRET

FIG. 3

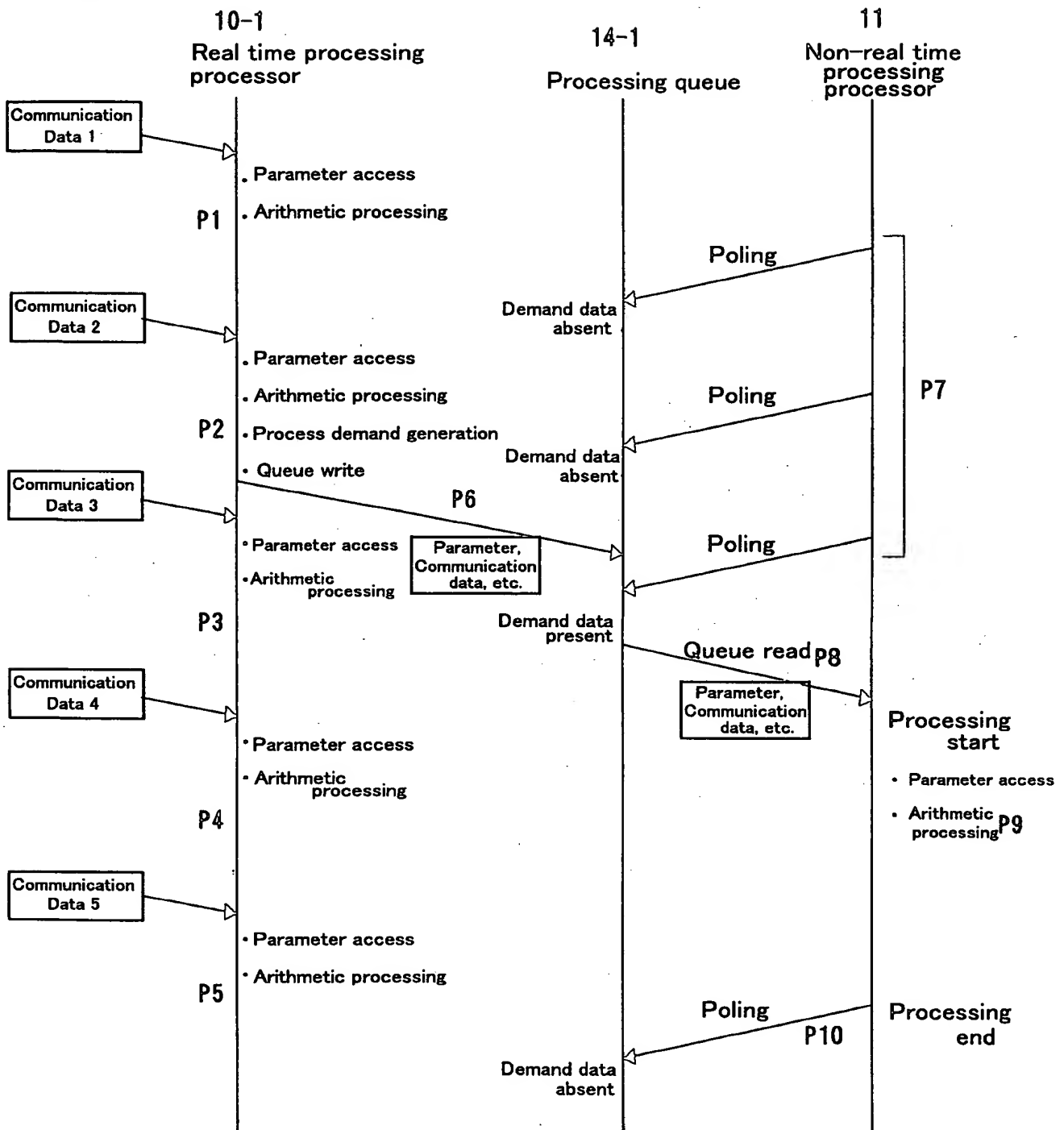


Figure 1 illustrates the sequence of events in a real-time system. The diagram is divided into four main sections corresponding to communication data points: Communication Data 2, Communication Data 3, Communication Data 4, and a final section for Communication Data 4. The timeline is marked with arrows indicating the progression of time.

Communication Data 2: This section shows the reception of communication data (a) and the processing of real-time data (b). The processing involves parameter access, communication data 1, and arithmetic processing. The state of the processing queue is 0.

Communication Data 3: This section shows the processing of communication data (c). The processing involves parameter access, communication data 2, and arithmetic processing. The state of the processing queue is 1.

Communication Data 4: This section shows the processing of communication data (d). The processing involves parameter access, communication data 3, and arithmetic processing. The state of the processing queue is 0.

State of the processing queue: The queue state is represented by a horizontal bar with three segments. The first segment is labeled 0, the second segment is labeled 1, and the third segment is labeled 0. The transitions between these states are indicated by vertical dashed lines.

Processing of non-real-time data: The diagram shows the processing of non-real-time data (d) in the final section. This involves parameter access, communication data 3, and arithmetic processing. The state of the processing queue is 0.

FIG. 5

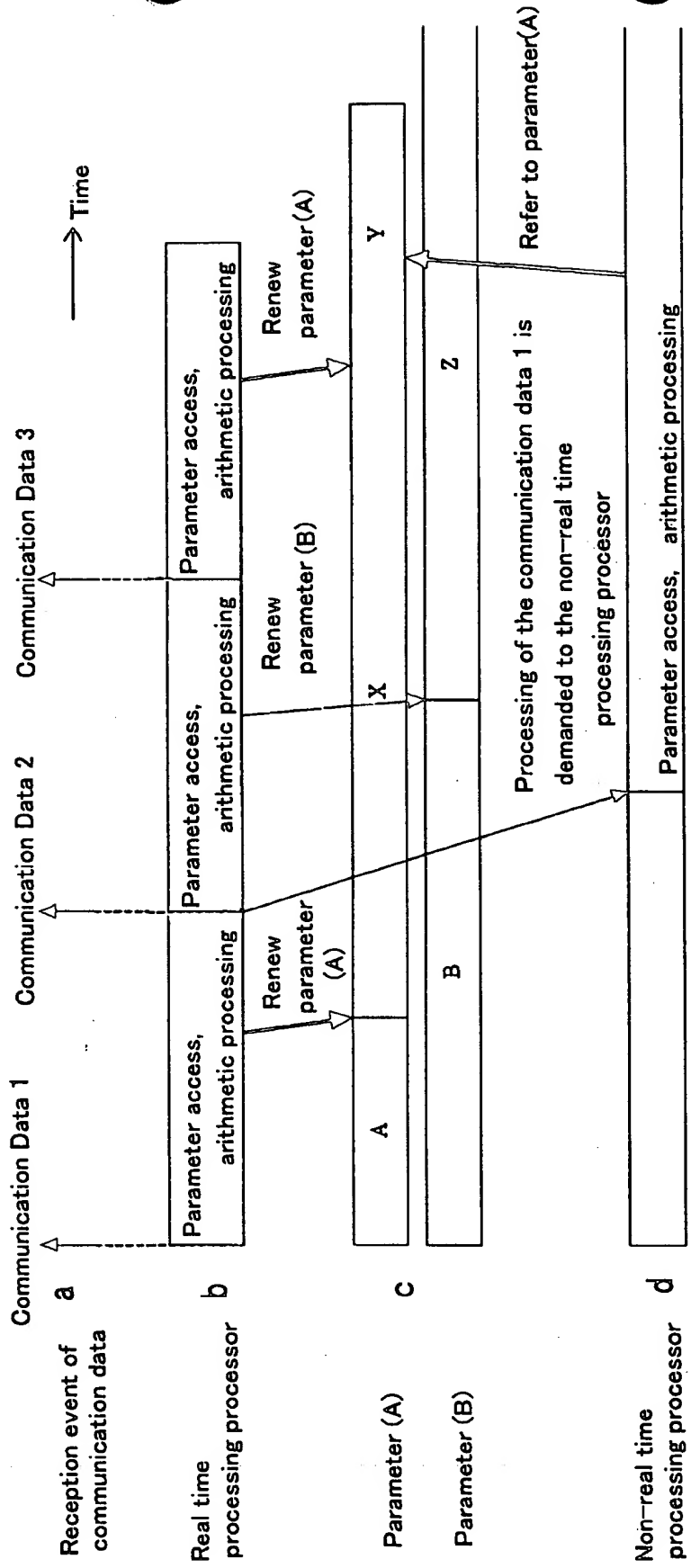


FIG. 6

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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FIG. 6

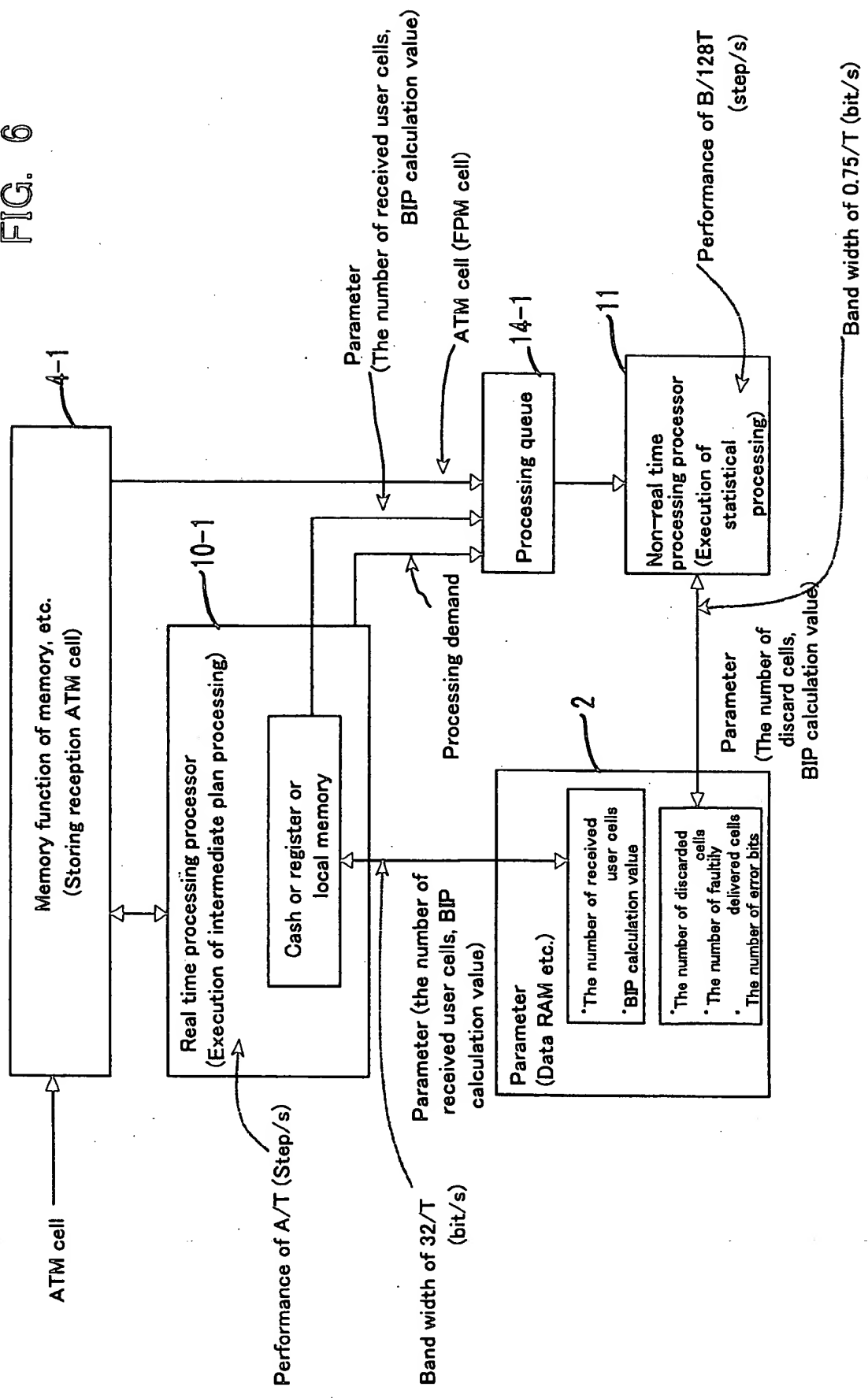


FIG. 7

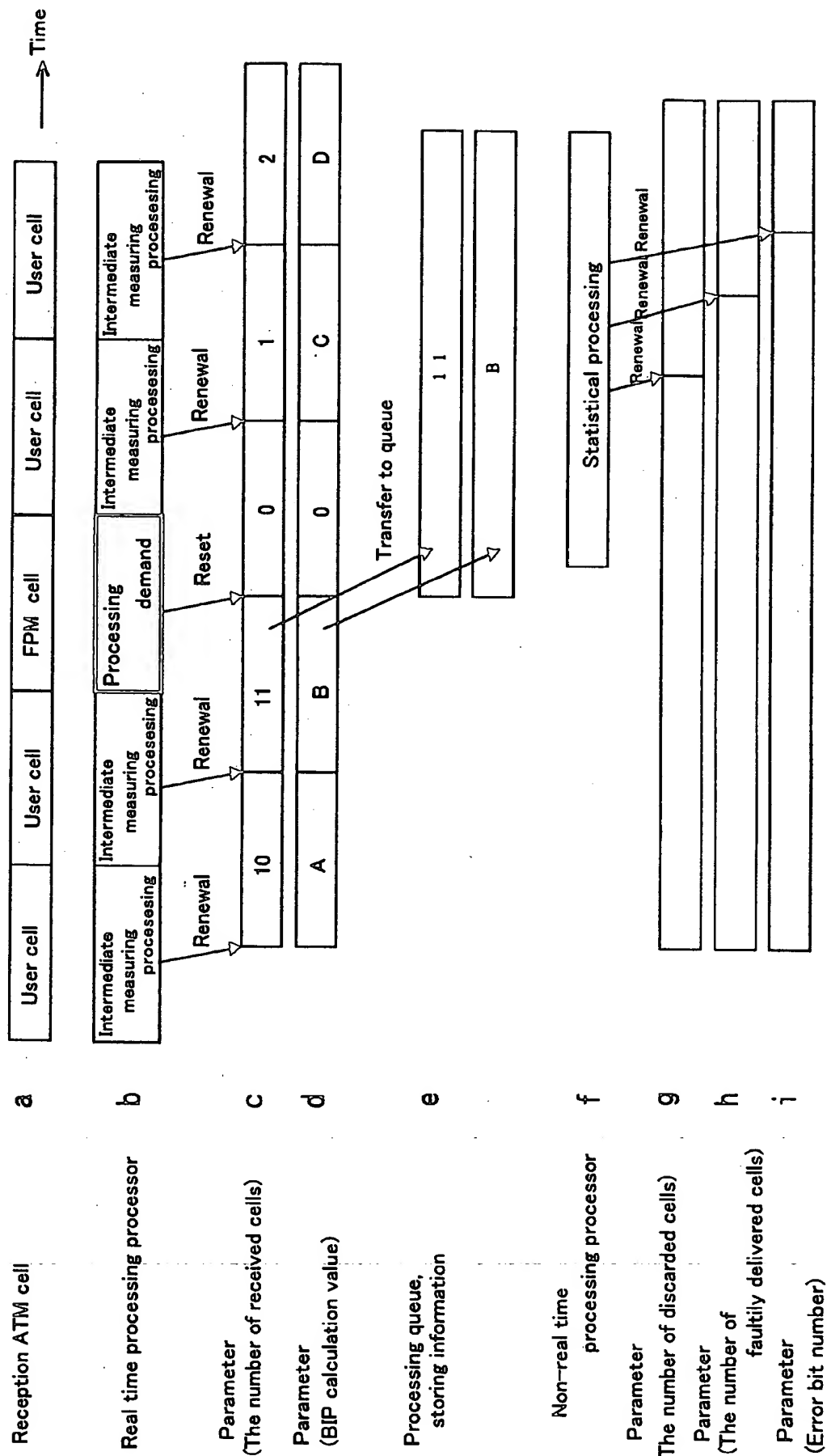


FIG. 8A

N is minimum 128 by ITU-T provision

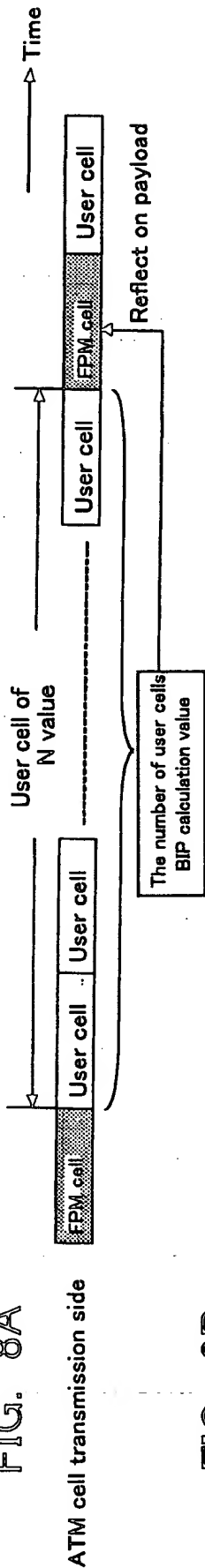


FIG. 8B

ATM cell reception side

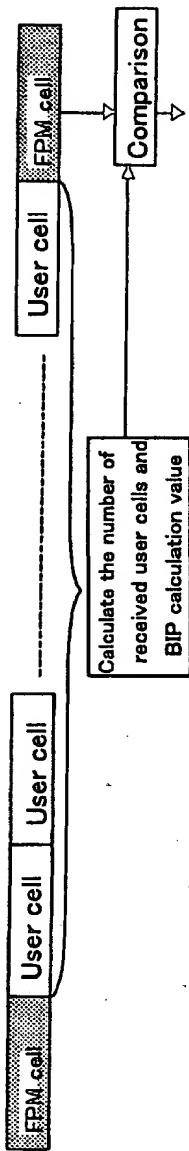
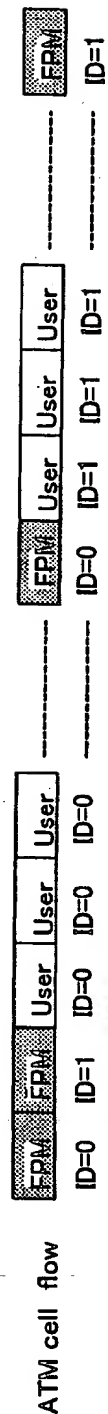


FIG. 8C

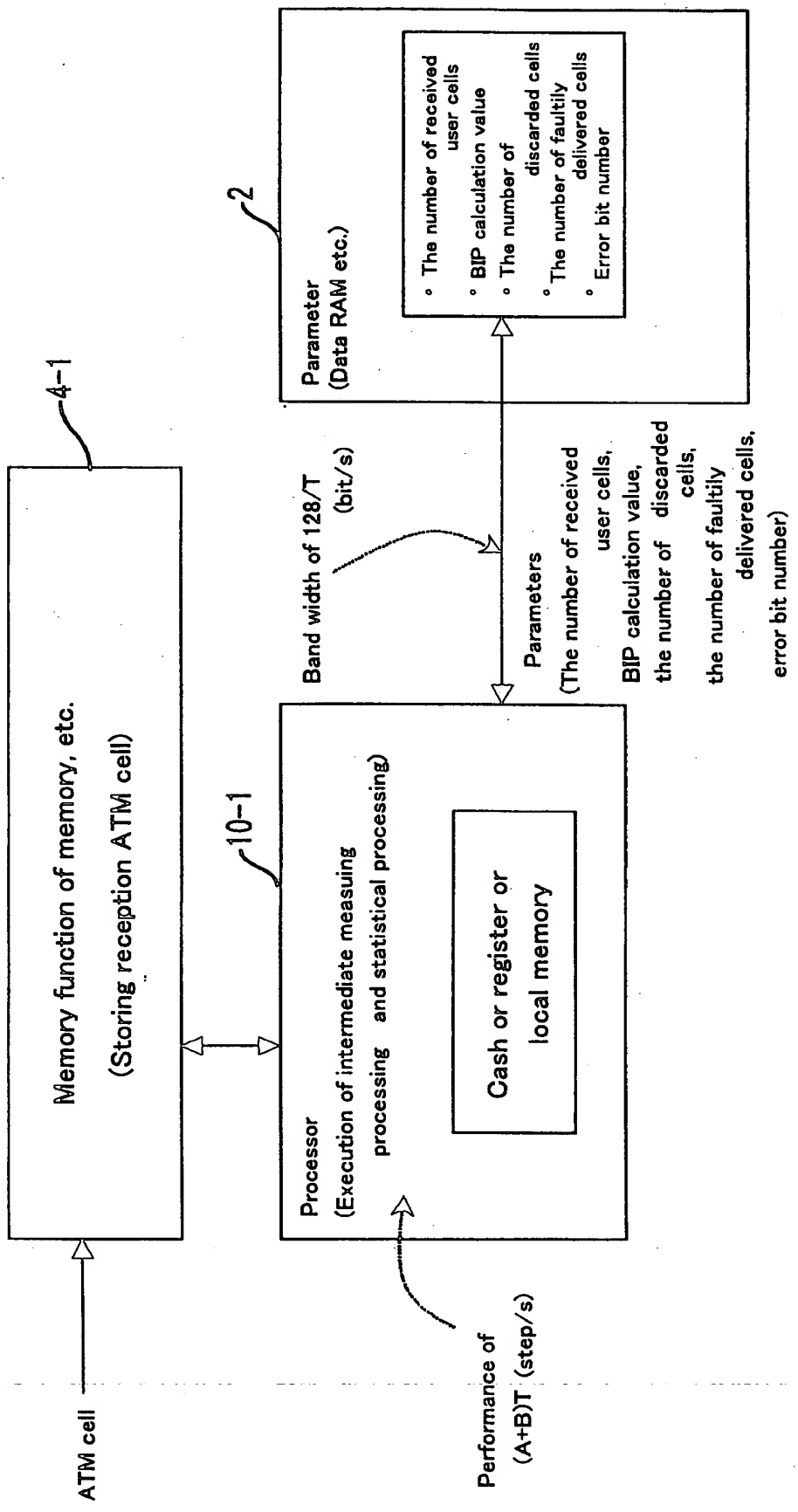


Continuous reception of FPM cell of ID=0 and ID=1

When 128 user cells of same ID are not transmitted, the next FPM cell cannot be sent.

- The number of discarded cells
- The number of faultily delivered cells
- Error bit number

FIG. 9



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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FIG. 10

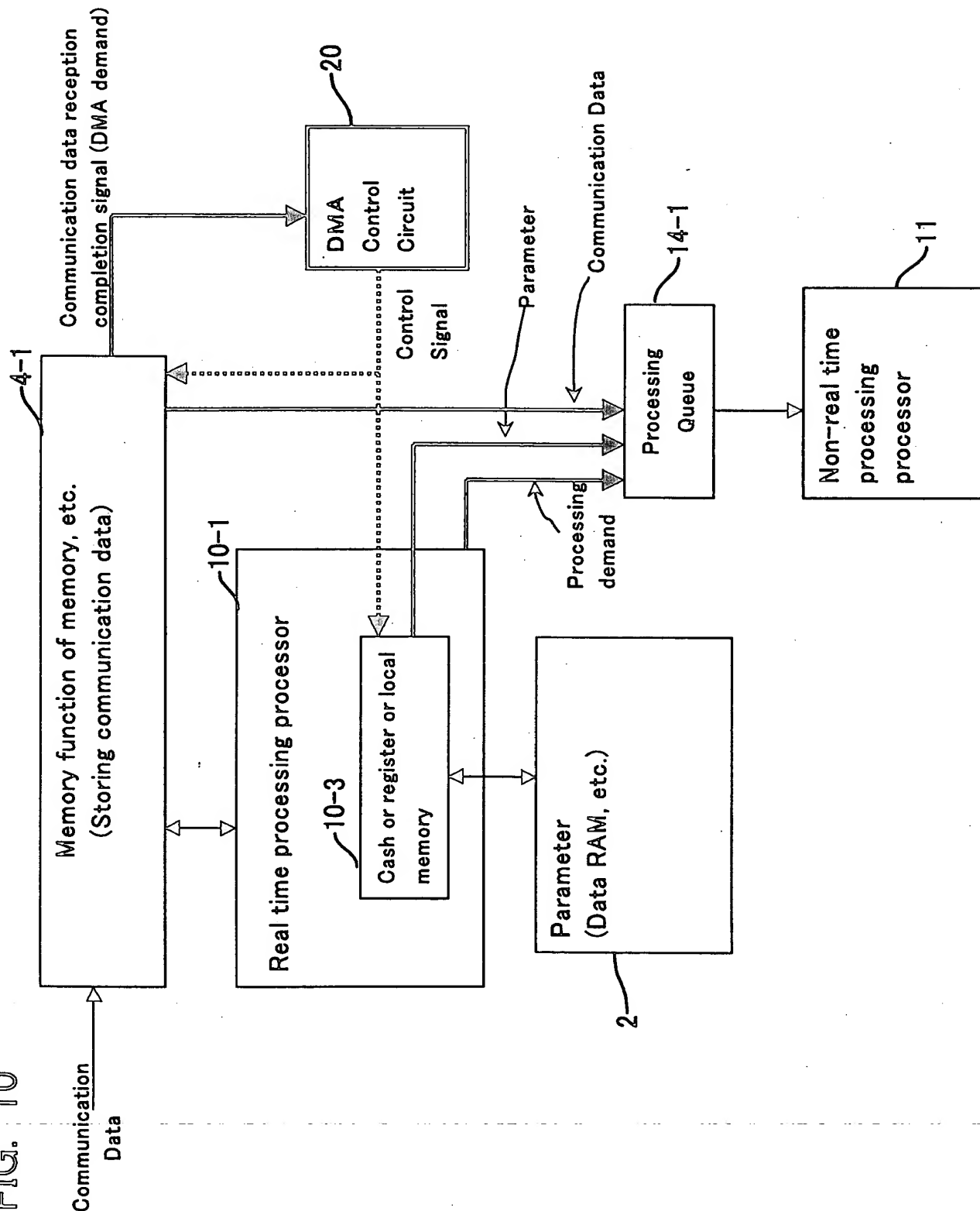


FIG. 11

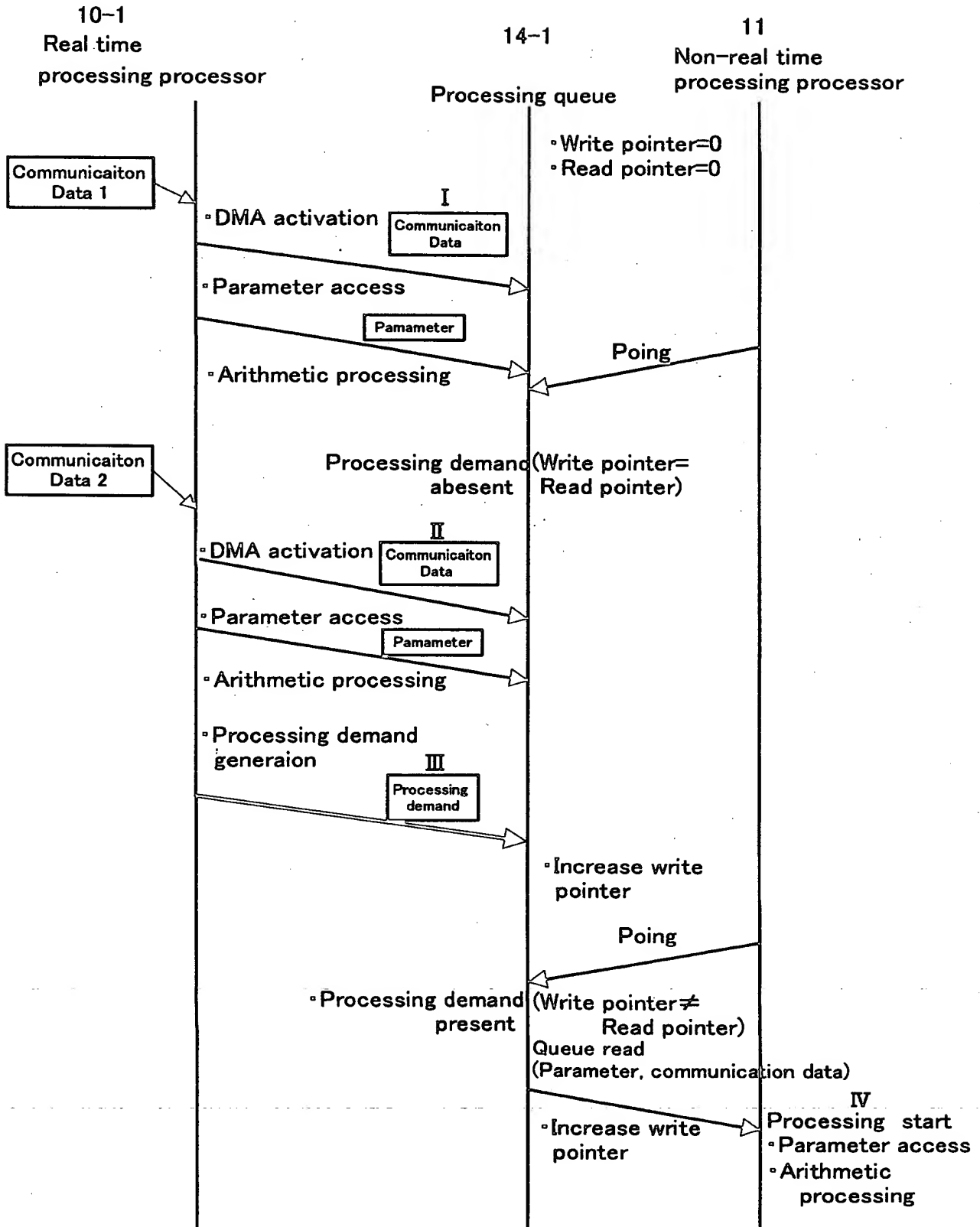
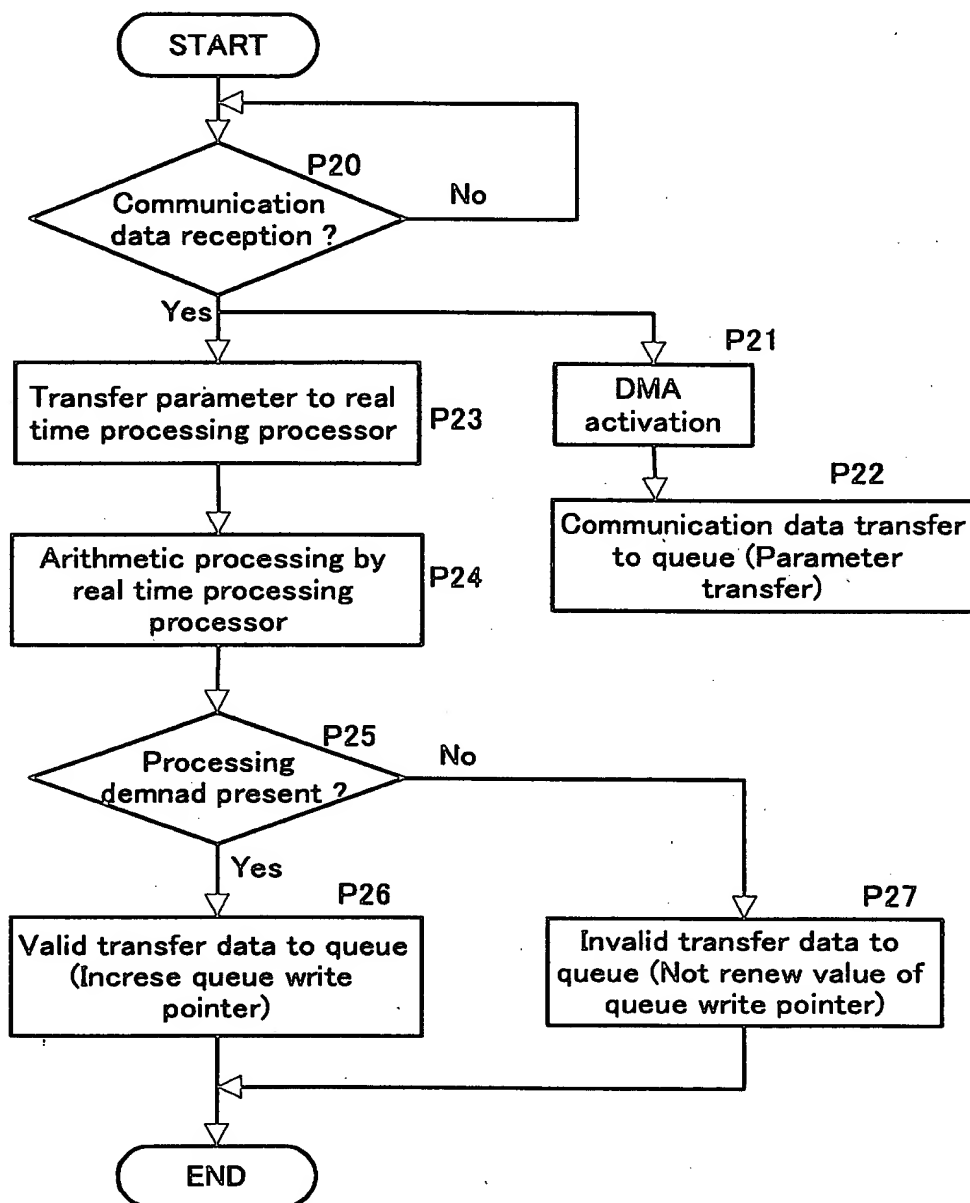


FIG. 12



TOP SECRET

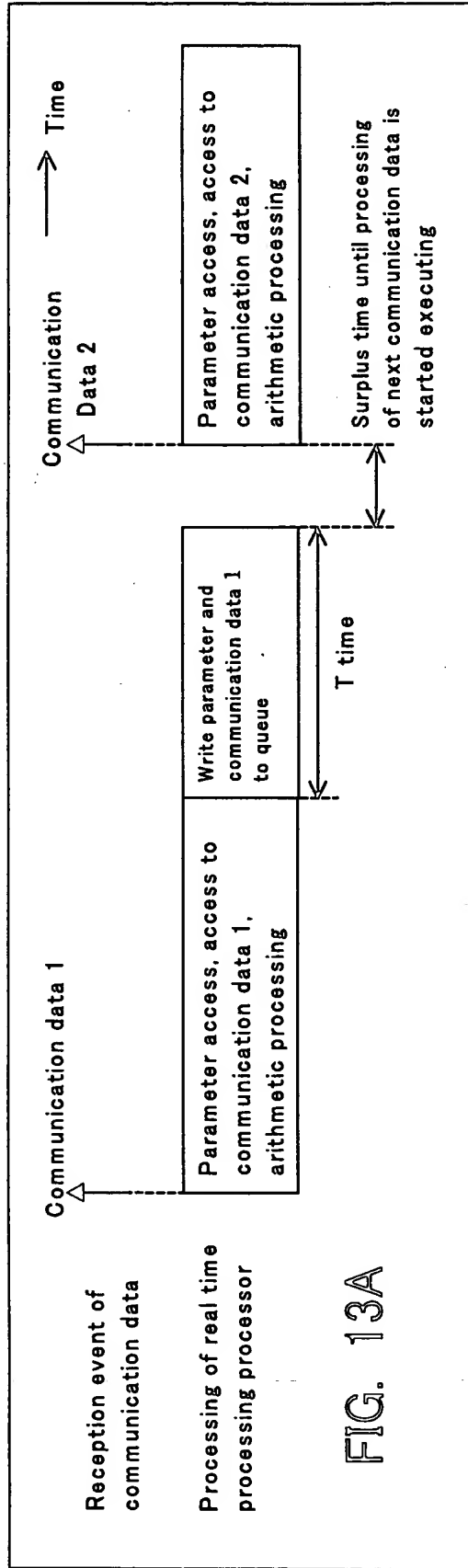


FIG. 13A

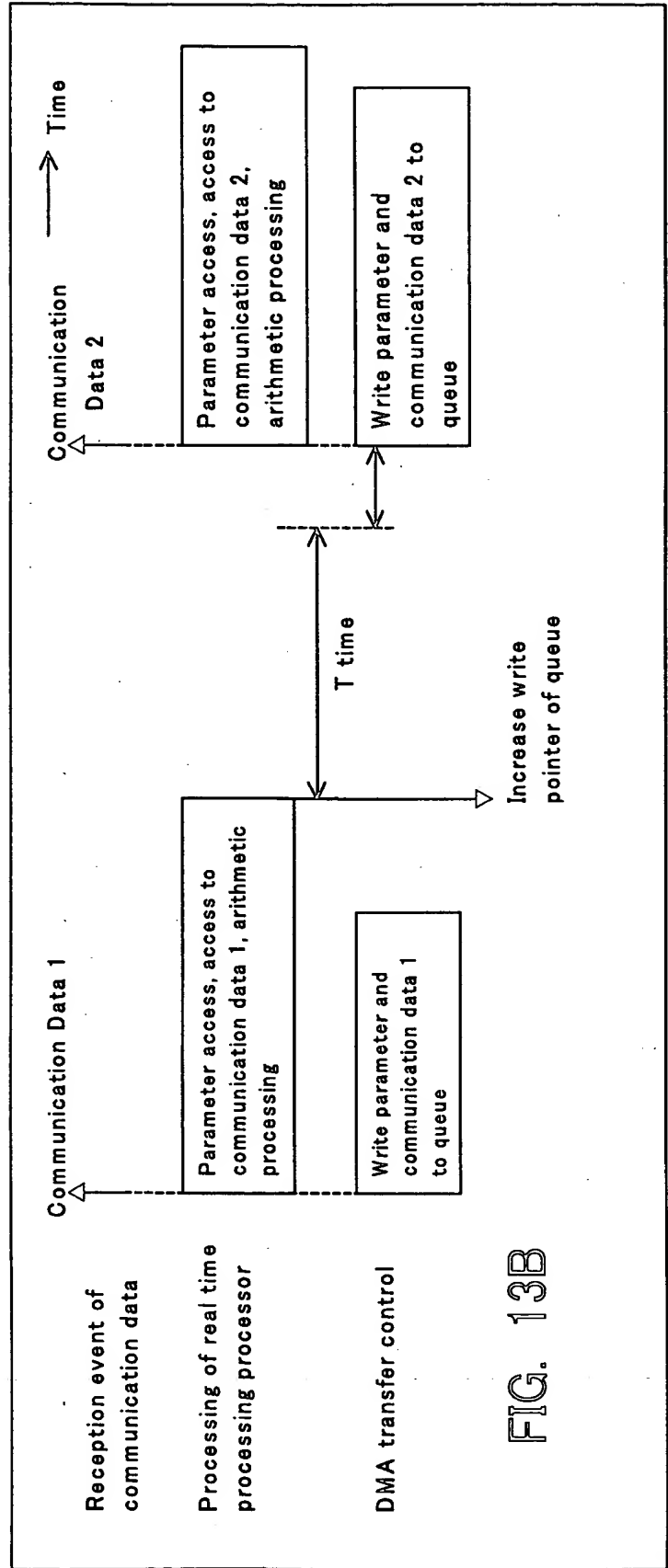
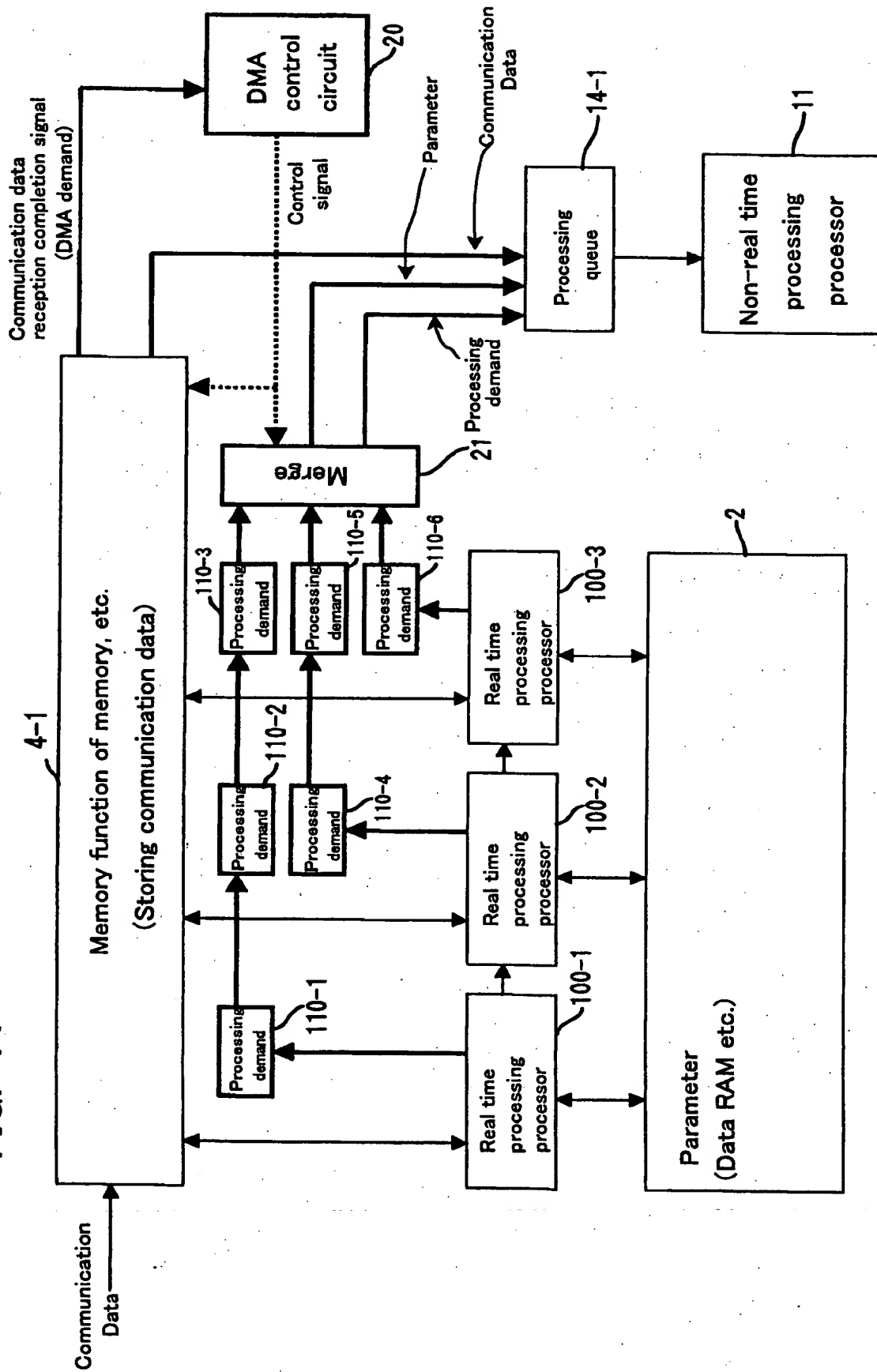


FIG. 13B

FIG. 14



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

FIG. 15

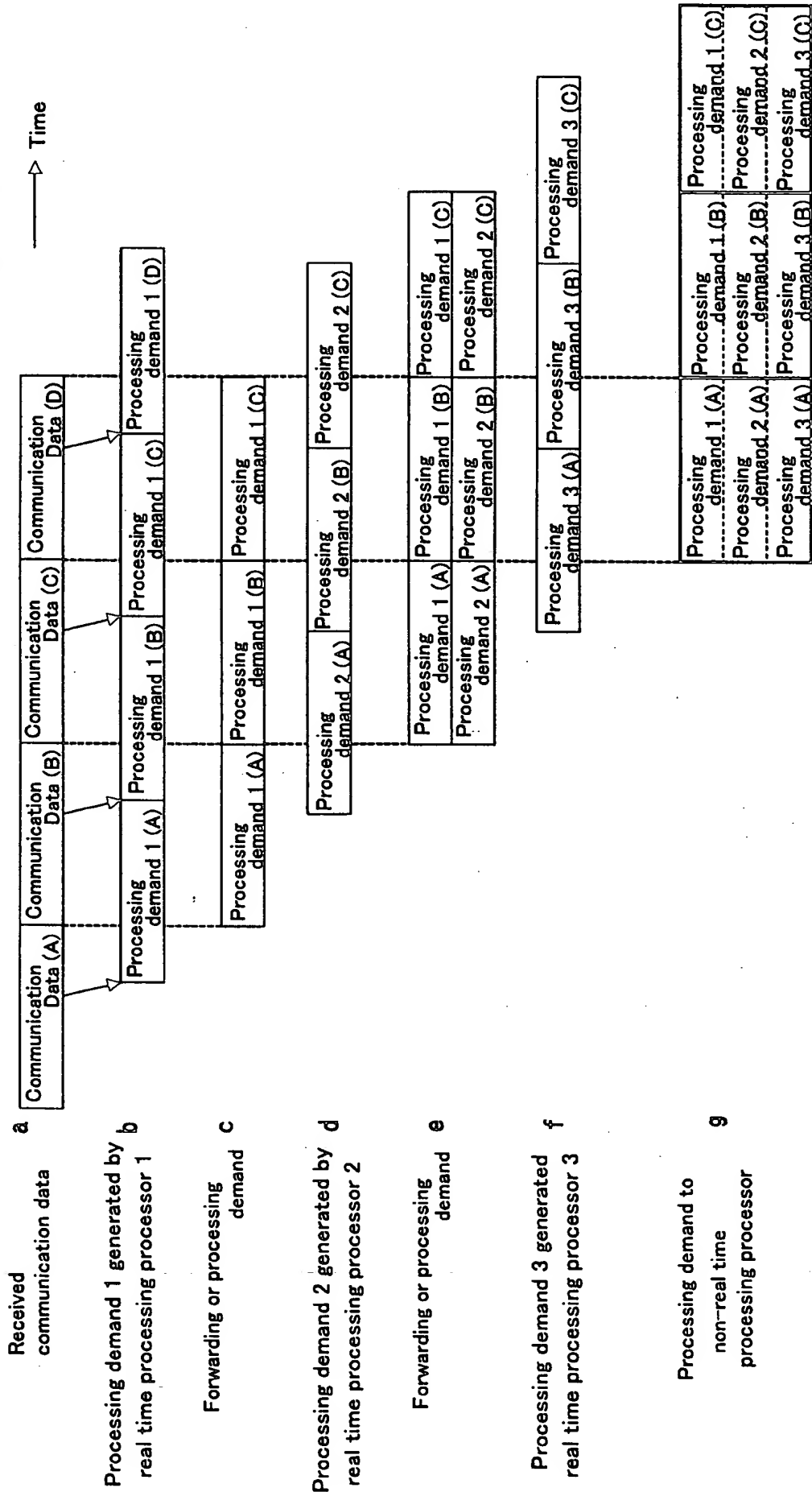


FIG. 16

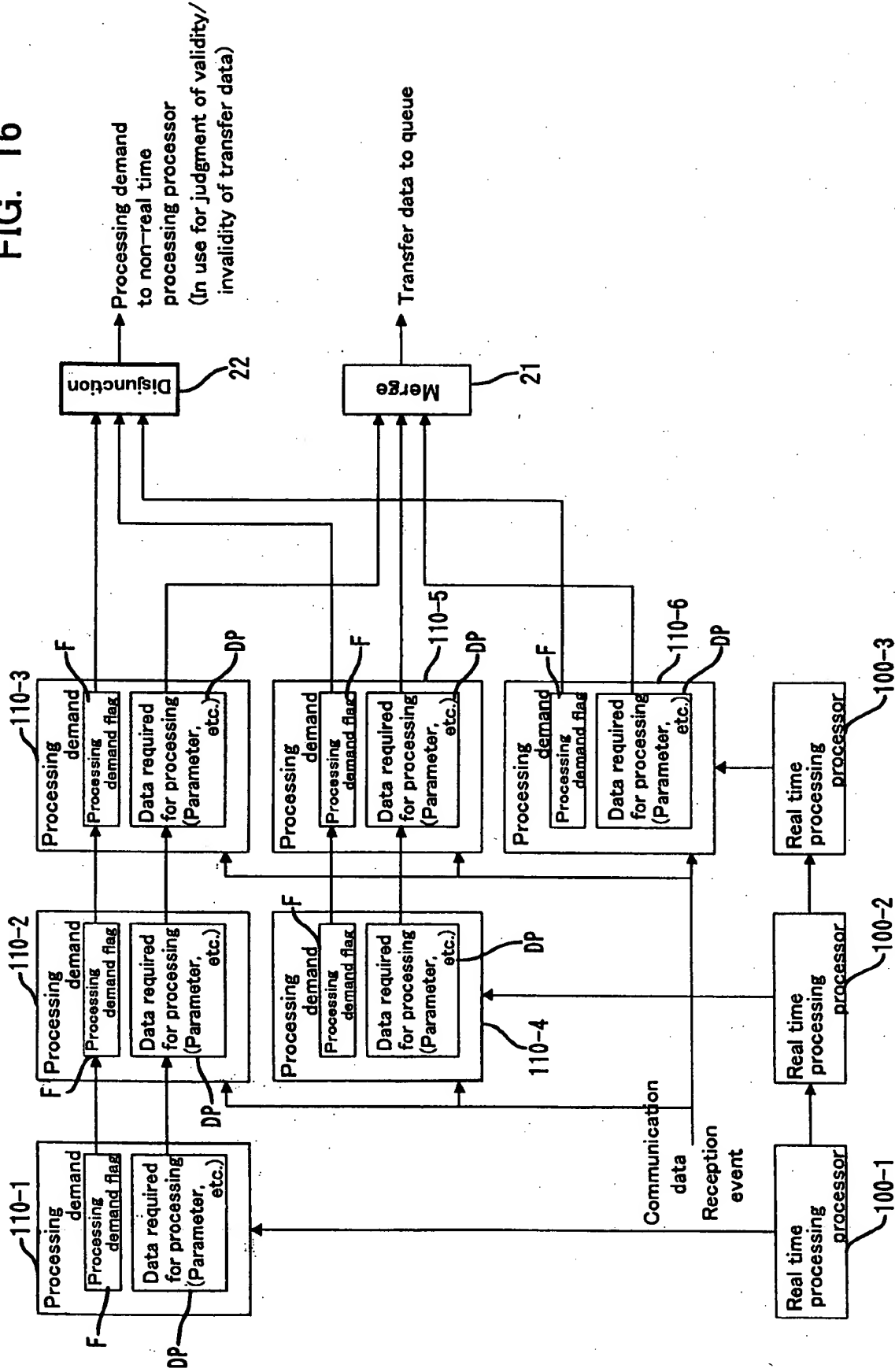


FIG. 17

11
Non-real time
processing processor

15-1
Processing queue

10-1
Real time
processing processor

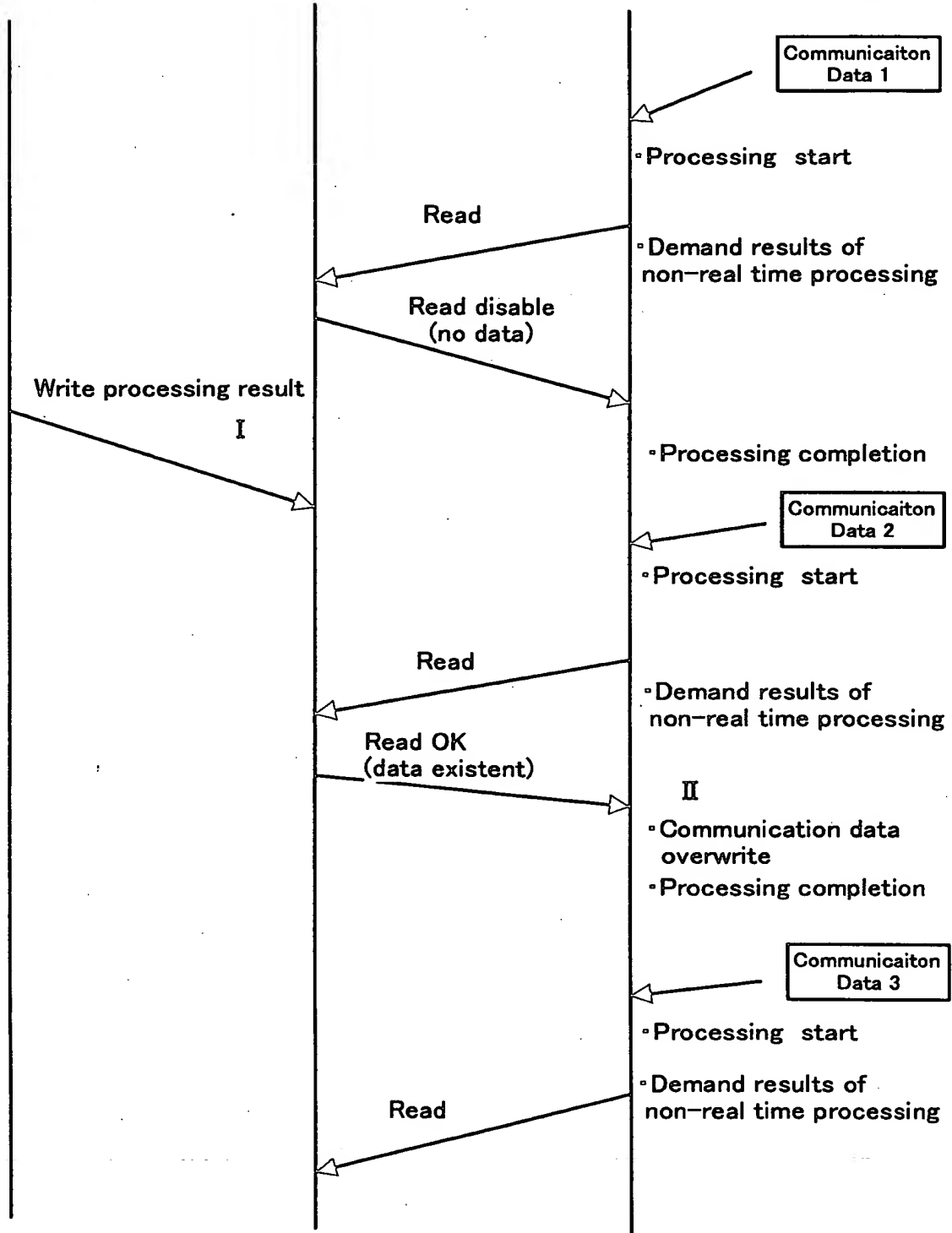


FIG. 18

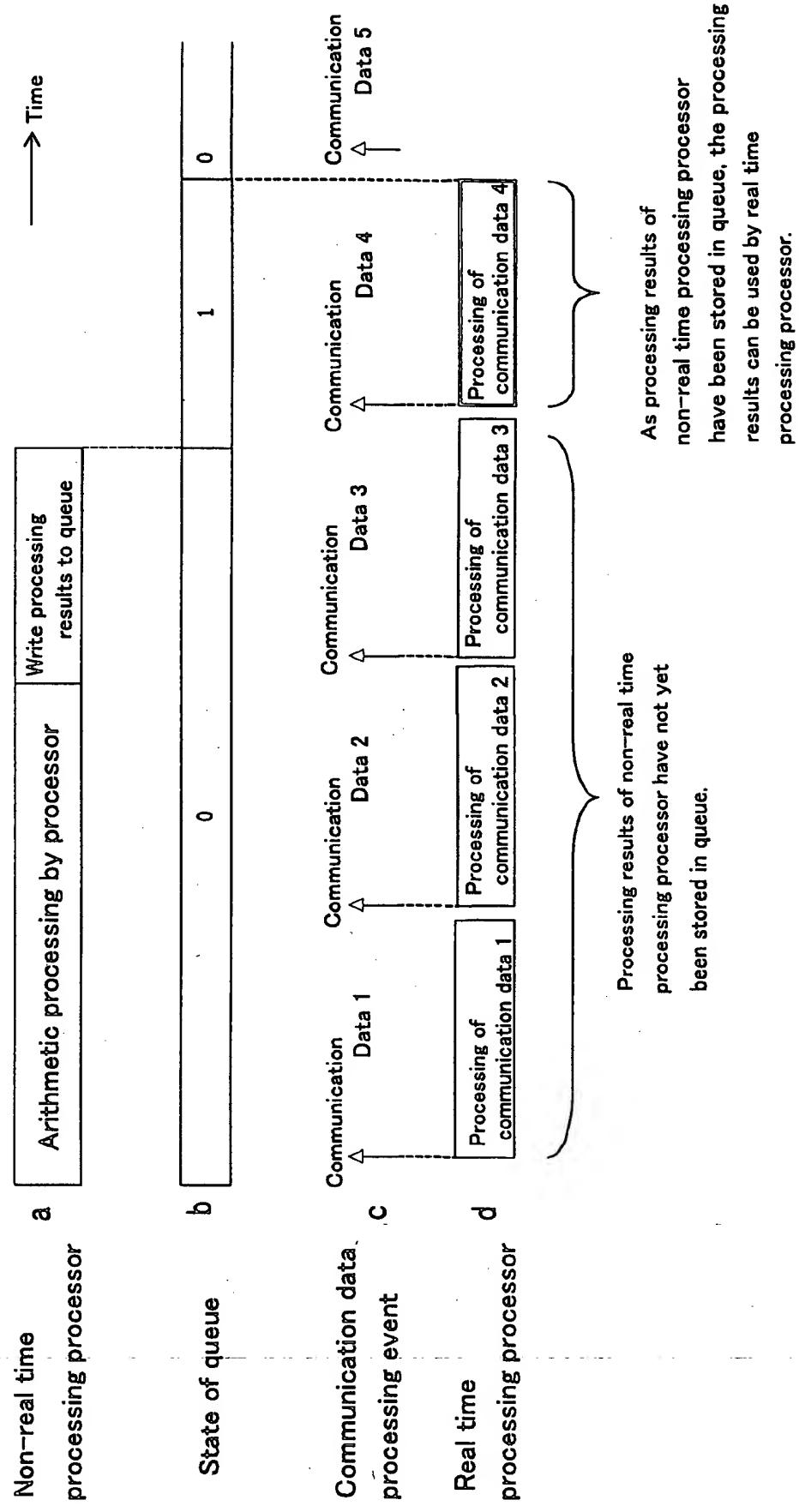


FIG. 19

